

Use Cases for Illuminati Game

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USE CASE #1	Start game	
Goal in Context	Start the Illuminati game.	
Scope & Level	n/a	
Preconditions	There must be between 2 to 8 players ready to start the game.	
Success End Condition	Game is started.	
Failed End Condition	Game does not start.	
Primary Actors	Users (players)	
Secondary Actors		
Trigger	Players start up the application.	
DESCRIPTION	Step	Action
	1	2-8 lock into the game.
	2	Each player takes turns rolling 2 die.
	3	The die values are compared. The player with the largest value goes first.
	4	Each player is given an Illuminati card. Remaining Illuminati cards are discarded for the remainder of the game.
	5	Deck is shuffled.
EXTENSIONS	Step	Branching Action
	1a	none
SUB-VARIATIONS	Step	Branching Action
	1	There are not enough players to start the game.
RELATED INFORMATION	Game start	
Priority:	High priority	
Performance	A few seconds	
Frequency	Once in the course of one game	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	none	
Subordinates	All other use cases	
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USE CASE #2	Pick number of players	
Goal in Context	Pick the number of players to play the game.	
Scope & Level	n/a	
Preconditions	Have game application open to start menu.	
Success End Condition	Number of players is chosen.	
Failed End Condition	Number of players is not chosen and game can't start.	
Primary Actors	Users (Players)	
Secondary Actors		
Trigger	Players press start and access the menu.	
DESCRIPTION	Step	Action
	1	Players open the game application.
	2	Players press the start button.
	3	A drop down menu is presented to select number of players.

EXTENSIONS	Step	Branching Action
	1a	Players view the rule book at the start menu before choosing the number of players.
SUB-VARIATIONS	Step	Branching Action
	1	Players decide to exit the game application before selecting the number of players.
	2	User goes back to the previous screen and changes the number of players.
RELATED INFORMATION	Number of players selection	
Priority:	High priority	
Performance	A few seconds	
Frequency	Once in the span of one game	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	Use case #1	
Subordinates	Use case #3	
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USE CASE #3	Enter player names	
Goal in Context	Enter the names for each user playing.	
Scope & Level	n/a	
Preconditions	Number of players has been selected and users are ready to enter names.	
Success End Condition	All players are given a name.	
Failed End Condition	Not every player has a name.	
Primary Actors	Users (Players)	
Secondary Actors		
Trigger	Users select number of players and system is waiting for name input.	
DESCRIPTION	Step	Action
	1	Users choose the number of players playing.
	2	Each player takes turns entering their names into the input box.
	3	After every input, users press the "OK" button and the system waits for the next input.
	4	After all inputs are taken, use case ends.
EXTENSIONS	Step	Branching Action
	1a	none

SUB-VARIATIONS	Step	Branching Action
	1	Users exit out of the application before the game starts.
RELATED INFORMATION	Player name entry	
Priority:	High priority	
Performance	<1 minute	
Frequency	Once in the course of one game	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	Use case #1, 2	
Subordinates	none	
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USE CASE #4	Roll 2 die	
Goal in Context	Roll 2 die to decide which player goes first, or to determine the success of an attack.	
Scope & Level	n/a	
Preconditions	Players have 2 die and are ready to start the game or make an attack.	
Success End Condition	The die are rolled and produces a total sum between 2 (min) and 12 (max), and players can continue playing the game.	
Failed End Condition	Players don't roll the die and can't determine anything.	
Primary Actors	Users (Players)	
Secondary Actors	none	
Trigger	Players start the game or players make an attack.	
DESCRIPTION	Step	Action
	1	The use case begins when players start the game or players make an attack.
	2	Players involved in the action (game start or attack) take turns rolling the 2 die.
EXTENSIONS	Step	Branching Action
		none
SUB-VARIATIONS	Step	Branching Action
		none
RELATED INFORMATION	Die Roll	
Priority:	High priority	
Performance	<1 second	
Frequency	Very frequent (throughout game for attacks)	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	Use case #1	
Subordinates	Use case #16, 17, 18, 19	
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USE CASE #5	Shuffle cards	
Goal in Context	Shuffling the remaining card after each player draw an illuminati card	
Scope & Level	N/A	
Preconditions	All players have drawn an Illuminati card.	
Success End Condition	Cards are shuffled.	
Failed End Condition	Cards are not shuffled.	
Primary Actors	User	
Secondary Actors	Card	
Trigger	After each player draws an illuminati card.	
DESCRIPTION	Step	Action
	1	Each Player draws an Illuminati card.
	2	Shuffle all the cards except the illuminati cards
	3	Place them face-down in the center of the table.
EXTENSIONS	Step	Branching Action
	1a	N/A
SUB-VARIATIONS	Step	Branching Action
	1	n/a
RELATED INFORMATION	Shuffle cards	
Priority:	High priority	
Performance	1-5 seconds	
Frequency	Once	
Channels to actors	N/a	
OPEN ISSUES	N/A	
Due Date	7/3/19	
...any other management information...	N/A	
Superordinates	Use case #1, 7	
Subordinates	N/A	
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USE CASE #6	Collect Income	
Goal in Context	Collect money based on the cards you have	
Scope & Level	N/a	
Preconditions	Check which group of cards you have.	
Success End Condition	Will get the money in Megabucks.	
Failed End Condition	N/a	
Primary Actors	Users	
Secondary Actors	Cards	
Trigger	When you got the group cards.	
DESCRIPTION	Step	Action
	1	Each Player draws an Illuminati card.
	2	After distributing, player collect money in megabucks according to the group of cards they have.
	3	The player with the highest roll collects more income for his illuminati group.
EXTENSIONS	Step	Branching Action
	1a	If the player has the Gnomes of Zurich, this is the time where the player can redistribute the money
		IRS cards gets its Income by taxing each of the other players 2Mb on the owning player's turn.
		The Post Office costs 1 MB on the owning player's turn.
	Step	Branching Action

SUB-VARIATIONS	1	N/a
RELATED INFORMATION	Collect Income	
Priority:	3	
Performance	A few seconds	
Frequency	Very often	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	N/a	
Superordinates	Use case #1	
Subordinates	n/a	
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USE CASE #7	Draw a card	
Goal in Context	Draw a card from deck	
Scope & Level	Affects the user	
Preconditions	Player must have already collected income	
Success End Condition	Card was either placed in uncontrolled Groups or in Player's cards	
Failed End Condition	N/A	
Primary Actors	User (Player)	
Secondary Actors	System, Uncontrolled Groups, Player Cards	
Trigger	N/A	
DESCRIPTION	Step	Action
	1	System draws a card for the user
	2	If the card is a Group card:
	3	System places card in Uncontrolled Groups
	4	If the card is a Special card:
	5	System places card in Player's cards
EXTENSIONS	Step	Branching Action
	1a	If a special card is drawn during an end turn with fewer than two Groups:
	1a.1	System discards card
	1b	If User has Special Card "The Network"
	1b.1	System draws 2 cards
	2b.2	Rejoin step 2
SUB-VARIATIONS	Step	Branching Action
	1	If the deck is empty, system cannot draw a card

RELATED INFORMATION	Use Case #7
Priority:	High
Performance	<1 second
Frequency	At the start or end of every players' turn
Channels to actors	N/A
OPEN ISSUES	The Player excel spreadsheet must be created beforehand; Uncontrolled Cards excel spreadsheet must be done; Data for cards and players must be inputted to respective spreadsheets
Due Date	July 03, 2019
...any other management information...	N/A
Super ordinates	N/A
Subordinates	N/A
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USE CASE #8	Take 2 "regular actions"	
Goal in Context	Take 2 regular actions for each player turn.	
Scope & Level	n/a	
Preconditions	It must be the start of a player's turn.	
Success End Condition	Player takes 2 regular actions during turn.	
Failed End Condition	Player doesn't take 2 regular actions during turn.	
Primary Actors	Users (Players)	
Secondary Actors	none	
Trigger	Player's turn starts.	
DESCRIPTION	Step	Action
	1	Player's turn starts.
	2	Player takes first action.
	3	Player takes second action.
	4	Player either takes free actions or ends turn. Use case ends.
EXTENSIONS	Step	Branching Action
	1a	Player takes free action before first action.
	2a	Player takes free action after first action.
SUB-VARIATIONS	2b	Player takes another free action before second action.
	Step	Branching Action
	1	Player ends turn at the start of their turn (turn pass).
	2	Player's turn is interrupted by another player's special card.
	3	Player quits the game.

RELATED INFORMATION	Take regular actions
Priority:	Medium priority
Performance	1-3 minutes depending on player's course of action
Frequency	Very frequent
Channels to actors	n/a
OPEN ISSUES	n/a
Due Date	7/3/19
...any other management information...	n/a
Superordinates	Use case #1
Subordinates	Use cases #8, 10, 13, 15, 18, 19 20
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USE CASE #9	Take any free actions	
Goal in Context	Drop a group, give away money or special cards, or use a special card	
Scope & Level	N/A	
Preconditions	Player draws a card and starts turn	
Success End Condition	Free actions are taken	
Failed End Condition	N/A	
Primary Actors	user	
Secondary Actors	card	
Trigger	After every player draws a card or took two "actions"	
DESCRIPTION	Step	Action
	1	After player draws the card and either they can have "free actions" before after or between two "action."
	2	Player can perform three tasks either they can Drop a group, give away money/special card or use a special card.
EXTENSIONS	Step	Branching Action
	1a	[condition causing branching] : [action or name of sub.use case]
		Player can choose not to take free actions and collect 5 MegaBucks instead.
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Free action	
Priority:	5	
Performance	<1 minute	
Frequency	Often	
Channels to actors	N/A	
OPEN ISSUES	N/A	
Due Date	7/3/19	
...any other management information...	N/A	
Superordinates	N/A	
Subordinates	N/A	
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USE CASE #9	Free actions	
Goal in Context	Drop a group, give away money or specials card or use a special card	
Scope & Level	N/A	
Preconditions	Drawing a card and two “actions.”	
Success End Condition		
Failed End Condition	N/A	
Primary Actors	user	
Secondary Actors	card	
Trigger	After every player draws a card or took two “actions”	
DESCRIPTION	Step	Action
	1	After player draws the card and either they can have “free actions” before after or between two “action.”
	2	Player can perform three tasks either they can Drop a group, give away money/special card or use a special card.
EXTENSIONS	Step	Branching Action
	1a	[condition causing branching] : [action or name of sub.use case]
		Player can choose not to take free actions and collect 5 MegaBucks instead.
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Free action	
Priority:	5	
Performance	1-20 seconds	
Frequency	Often	
Channels to actors	N/A	
OPEN ISSUES	N/A	
Due Date	N/A	
...any other management information...	n/A	
Superordinates	N/A	
Subordinates	N/A	
AUTHOR	ac	
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USE CASE #10	Take special-power action	
Goal in Context	A special action will be executed depending on which Special Card the player has	
Scope & Level	Affects the user	
Preconditions	Player must have chosen to take a special-power action	
Success End Condition	Action was taken based on Special Card	
Failed End Condition	No action or wrong action was taken	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	The “Special-Power Action” was chosen from menu	
DESCRIPTION	Step	Action
	1	User chooses “Special Power Action”
	2	User chooses which Special Card to use
	3	Special Card’s special-power action is executed
EXTENSIONS	Step	Branching Action
	1a	N/A
SUB-VARIATIONS	Step	Branching Action
	1	If Player does not have any Special cards:
	1.1	System does not complete any Special-Power actions
	2	If Player has Special Card with no action
	2.1	System does not execute any special-power action

RELATED INFORMATION	Use Case #10
Priority:	Medium
Performance	12 hrs.
Frequency	When user has a playable Special Card and decides to use its special-power action
Channels to actors	N/A
OPEN ISSUES	Menu must be finished beforehand
Due Date	July 03, 2019
...any other management information...	N/A
Super ordinates	N/A
Subordinates	Use Case #21
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USE CASE #11	Move a group	
Goal in Context	As an action player can move a group for structuring his power.	
Scope & Level	n/a	
Preconditions	Could be a different action taken like calling of an attack, transferring money.	
Success End Condition	When the Player successfully move a group for power structure without losing any card	
Failed End Condition	n/a	
Primary Actors	User	
Secondary Actors	Card	
Trigger	An action could be taken to improve players Power structure.	
DESCRIPTION	Step	Action
	1	A player may take as an action recognize his power structure.
	2	Cards in a group which overlaps would be moved to different control arrows.
	3	Cards that do not overlap just get lost.
EXTENSIONS	Step	Branching Action
	1a	[condition causing branching] : [action or name of sub.use case]
		If moving group would not overlap the cards means card did not match, then they returned to the uncontrolled area.
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Move a group	
Priority:	n/a	
Performance	n/a	
Frequency	n/a	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	n/a	
Subordinates	n/a	
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USE CASE #12	Drop a group	
Goal in Context	Remove group from User's Power Structure and return it to uncontrolled groups	
Scope & Level	Affects User	
Preconditions	User must have chosen to take a free action	
Success End Condition	A group has been removed from the user's power structure and was returned to uncontrolled Groups	
Failed End Condition	Card dropped was not returned to uncontrolled Groups	
Primary Actors	User (Player)	
Secondary Actors	Groups, System	
Trigger	The "Drop a Group" option was chosen from menu	
DESCRIPTION	Step	Action
	1	User chooses "Drop a Group" option
	2	User decides which group to drop
	3	System removes card from Player's Power Structure
	4	System adds card back into uncontrolled Groups
EXTENSIONS	Step	Branching Action
	2a	If Player chooses to drop a card with puppets:
	2a.1	System will drop all its puppets as well
	2a.2	Rejoin step 3 (for each puppet card)
SUB-VARIATIONS	Step	Branching Action
	1	N/A
RELATED INFORMATION	Use Case #12	
Priority:	High	
Performance	5 hrs.	
Frequency	During any turn that may take a free action or action	
Channels to actors	N/A	
OPEN ISSUES	Menu must be finished beforehand; Use Case #9 must be finished	
Due Date	July 03, 2019	
...any other management information...	N/A	
Super ordinates	Use Case #9	
Subordinates	N/A	
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USE CASE #13	Sell a group	
Goal in Context	Sell a group to another player for money (MegaBucks).	
Scope & Level	n/a	
Preconditions	Must be player's turn and player has to have a group to sell to another player. Receiving player must have money to buy.	
Success End Condition	Group is sold to another player and seller receives money.	
Failed End Condition	Other player rejects offer and a group is not sold.	
Primary Actors	Users (players)	
Secondary Actors		
Trigger	Player wants to sell a group during their turn.	
DESCRIPTION	Step	Action
	1	Player announces that they want to sell a group.
	2	Player announces selling price for the group.
	3	A second player offers to pay that price and agrees to the exchange.
	4	The group card is exchanged for money. Use case ends.
EXTENSIONS	Step	Branching Action
	3a	Another player in the game offers to pay a higher price.

	3b	The seller decides who they want to sell to.
SUB-VARIATIONS	Step	Branching Action
	1	All other players decline the offer.
RELATED INFORMATION	Sell a group	
Priority:	Low priority	
Performance	1-3 minutes depending on player interaction	
Frequency	Often throughout gameplay	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	Use case #1, 8	
Subordinates	none	
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USE CASE #14	Give a group away	
Goal in Context	Give a group away for nothing in return	
Scope & Level	n/a	
Preconditions	It is a player's turn and they have a remaining turn and a group to give away.	
Success End Condition	Group is transferred to another player for nothing in return.	
Failed End Condition	Group is not transferred.	
Primary Actors	Users (Players)	
Secondary Actors	Another user (player)	
Trigger	Player has remaining action(s) and wants to give a group away.	
DESCRIPTION	Step	Action
	1	Player picks a group to give away.
	2	Player picks another player to do the transfer with. Player must agree to the transfer.
	3	Player gives the group away and the receiving player now has a new group. Use case ends.
EXTENSIONS	Step	Branching Action
	1a	none
SUB-VARIATIONS	Step	Branching Action
	1	Other player denies transfer. Group transfer is not executed.
RELATED INFORMATION	Give a group away	
Priority:	Low priority	
Performance	A few seconds to a minute depending on player agreement	
Frequency	Not very often to very often depending on player choice	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	Use case #1, 8	
Subordinates	none	
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USE CASE #15	Aid an attack	
Goal in Context	Aid another player in an attack.	
Scope & Level	n/a	
Preconditions	Another player must be attacking.	
Success End Condition	Attacking player gets extra power points from supporting player.	
Failed End Condition	An attack is not aided.	
Primary Actors	Users (players)	
Secondary Actors		
Trigger	A player announces an attack.	
DESCRIPTION	Step	Action
	1	A player announces an attack on another player.
	2	A supporting player decides to aid the attack.
	3	Points are calculated for a sum total.
	4	The attack is made. Use case ends.
EXTENSIONS	Step	Branching Action
	1a	A second player aids in the attack.
SUB-VARIATIONS	Step	Branching Action
	1	A player calls off the attack.
RELATED INFORMATION	Aid an attack	
Priority:	Low priority	
Performance	A few seconds	
Frequency	Sometimes	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	Use case #1, 9	
Subordinates	Use case #22	
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USE CASE #16	Attack a group	
Goal in Context	To control, neutralize or destroy another group of cards.	
Scope & Level	[what system is being considered black box under design]	
Preconditions	Distribution of cards or either one of the actions taken.	
Success End Condition	Attack a group, Transfer money, Move a group, Give a Group away.	
Failed End Condition	[the state of the world if goal abandoned]	
Primary Actors	User	
Secondary Actors	Card	
Trigger	When a player needs to attack a group for control, neutralize or destroy.	
DESCRIPTION	Step	Action
	1	Attack a group to control, destroy and neutralize another group
	2	The success of the attack is decided by rolling the dice .
EXTENSIONS	Step	Branching Action
	1a	[condition causing branching] : [action or name of sub.use case]
SUB-VARIATIONS	Step	Branching Action
	1	[list of variations]

RELATED INFORMATION	Attack a group
Priority:	3
Performance	Whenever user wants
Frequency	Whenever user wants
Channels to actors	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES	[list of issues awaiting decision affecting this use case]
Due Date	[date or release needed]
...any other management information...	[... as needed]
Superordinates	[optional, name of use case(s) that includes this one]
Subordinates	[optional, depending on tools, links to sub.use cases]
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USE CASE #17	Attack to control	
Goal in Context	This Attack is used to control other players group of cards.	
Scope & Level	[what system is being considered black box under design]	
Preconditions	Money and cards would be distributed by then	
Success End Condition	When the card would be able to control other group of cards	
Failed End Condition	[the state of the world if goal abandoned]	
Primary Actors	User	
Secondary Actors	Card	
Trigger	When player is looking to control another group	
DESCRIPTION	Step	Action
	1	The group have at least one outward- pointing arrow.
	2	The success of the attack is decided by rolling the dice .
EXTENSIONS	Step	Branching Action
	1a	When there is inward arrow in the group
SUB-VARIATIONS	Step	Branching Action
	1	n/a
RELATED INFORMATION	Attack to control	
Priority:	Medium priority	
Performance	<1 minute	
Frequency	Often	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	Use case #1, 8, 16	
Subordinates	Use case #22	
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USE CASE #18	Attack to neutralize	
Goal in Context	Attack a group so that the dice roll can be equal to the power of opponent	
Scope & Level		
Preconditions	That the opponent card has a power greater than ours	
Success End Condition	Player rolls exact amount needed to neutralize	
Failed End Condition	Player loses that card	
Primary Actors	User/dice roll	
Secondary Actors	Cards/dice output	
Trigger	Whenever user wants to attack	
DESCRIPTION	Step	Action
	1	User selects attack to neutralize

	2	Selects opponent card
	3	Rolls dice
	4	Gets result
	5	
EXTENSIONS	Step	Branching Action
	1a	If user dose not roll what power is needed to neutralize user loses
		If user rolls same target is nutralized
SUB-VARIATIONS	Step	Branching Action
	1	[list of variations]
RELATED INFORMATION	Attack to nutralize	
Priority:	medium	
Performance	Whenever user wants	
Frequency	Whenever user wants	
Channels to actors	[e.g. interactive, static files, database, timeouts]	
OPEN ISSUES	[list of issues awaiting decision affecting this use case]	
Due Date	[date or release needed]	
...any other management information...	[... as needed]	
Superordinates	[optional, name of use case(s) that includes this one]	
Subordinates	[optional, depending on tools, links to sub.use cases]	
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USE CASE #19	Attack to destroy	
Goal in Context	Send a target group into the “dead pile”	
Scope & Level	Affects opponent any of playing user	
Preconditions	User must have chosen action of attack to destroy	
Success End Condition	Attack is successful and sends target group to “dead pile”	
Failed End Condition	Group is able to defend itself from attack	
Primary Actors	User (Player)	
Secondary Actors	System, Groups	
Trigger	The “Attack to Destroy” option was chosen from menu	
DESCRIPTION	Step	Action
	1	User chooses “Attack to Destroy”
	2	User must roll number* or less (*number = attacking Group’s Power – Defending Group’s Resistance)
	3	User (attacker) rolls “Power minus Power” (defending Group defends with Power rather than Resistance)
	4	System sends target Group to “dead pile” (its subordinate groups are not destroyed)
	5	System adds subordinate Groups back to Uncontrolled Groups
EXTENSIONS	Step	Branching Action
	1a	If Special Card “Whispering Campaign” is used with attack on Group with no power:
	1a.1	Rejoin step 2
	1b	If attacking group has opposite alignment:
	1b.1	Attack gets +4 bonus
	1b.2	Rejoin step 2
SUB-VARIATIONS	Step	Branching Action
	1	If powerless Groups are organized where they control other Groups:
	1.1	Attack may fail
	2	If user rolls an 11 or 12:
	2.1	Attack is automatic failure
	3	If attacking group has identical alignment:

	3.1	Attack gets -4 points
	4	Group can be revived by Special card "Media Campaign"
RELATED INFORMATION	Use Case #19	
Priority:	High	
Performance	12 hrs.	
Frequency	Whenever user decides to attack	
Channels to actors	N/A	
OPEN ISSUES	Use Cases #8 and #16 must be done before; Menu must be finished beforehand	
Due Date	July 03, 2019	
...any other management information...	N/A	
Super ordinates	Use Case #8, Use Case #16	
Subordinates	Use Case #22, Use Case #27	
AUTHOR	Yosselin Velasco	
Create date	June 11, 2019	

USE CASE #20	Add target	
Goal in Context	Add targets to the uncontrolled groups	
Scope & Level	n/a	
Preconditions	There must be less than 2 uncontrolled groups at the end of a player's turn.	
Success End Condition	There are 2 uncontrolled groups.	
Failed End Condition	There are less than 2 uncontrolled groups.	
Primary Actors	Users (Players)	
Secondary Actors	None	
Trigger	A player's turn is ending and there are less than 2 uncontrolled groups.	
DESCRIPTION	Step	Action
	1	Draw a card.
	2	If card is a special card, discard it.
	3	If card is a group card, place in uncontrolled groups area. If there are 2 uncontrolled groups, end turn.
EXTENSIONS	Step	Branching Action
	3a	If there is only 1 uncontrolled group, draw another card.
	3b	If card is a special card, discard it.
	3c	If card is a group card, place in uncontrolled groups area. There are now 2 uncontrolled groups. End turn.
SUB-VARIATIONS	Step	Branching Action
	1	none
RELATED INFORMATION	Add targets	
Priority:	Low priority	
Performance	A few seconds	
Frequency	Every so often	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	Use case #1, 8	
Subordinates	none	
AUTHOR	Michell Kuang	
Create date	June 11, 2019	

USE CASE #21	Use Special Card	
Goal in Context	Use a special card	
Scope & Level	Affects the user	
Preconditions	Player has not ended turn yet and has drawn a special card	
Success End Condition	Special card is used.	
Failed End Condition	Special card is not used.	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	Player wants to use the special card.	
DESCRIPTION	Step	Action
	1	Player draws a special card.
	2	Player has at least one regular action left and uses the special card.
EXTENSIONS	Step	Branching Action
	1a	n/a
SUB-VARIATIONS	Step	Branching Action
	1	Player has not drawn a special card.
RELATED INFORMATION	Use Case #21	
Priority:	Low priority	
Performance	<1 minute	
Frequency	Sometimes	
Channels to actors	N/A	
OPEN ISSUES	n/a	
Due Date	July 03, 2019	
...any other management information...	N/A	
Super ordinates	Use case #1, 8	
Subordinates	none	
AUTHOR	Yosselin Velasco	
Create date	June 12, 2019	

USE CASE #22	Calculate points	
Goal in Context	Calculate points based on cards you have	
Scope & Level		
Preconditions	Check which group cards you have when attacking	
Success End Condition	Will get a total of points	
Failed End Condition	[the state of the world if goal abandoned]	
Primary Actors	Users	
Secondary Actors	Cards	
Trigger	When attack or when players turn	
DESCRIPTION	Step	Action
	1	When a player gets his turn calculate points
	2	Tell player what is possible
EXTENSIONS	Step	Branching Action
	1a	n/a
SUB-VARIATIONS	Step	Branching Action(stop from getting to end result)
	1	No extra cards

RELATED INFORMATION	Calculate points
Priority:	High
Performance	20-30 seconds depending if rule book is needed
Frequency	Every time on user turn
Channels to actors	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES	[list of issues awaiting decision affecting this use case]
Due Date	[date or release needed]
...any other management information...	[... as needed]
Superordinates	[optional, name of use case(s) that includes this one]
Subordinates	[optional, depending on tools, links to sub.use cases]
AUTHOR	ks
Create date	June 11, 2019

USE CASE #23	Call off attack	
Goal in Context	Taking the attack back if the player decided to	
Scope & Level	n/a	
Preconditions	Player must have decided to attack as an action.	
Success End Condition	Player called off an attack.	
Failed End Condition	When player put some money down.	
Primary Actors	User	
Secondary Actors	Card	
Trigger	When Calling of an attack decided by the player	
DESCRIPTION	Step	Action
	1	Player Changes his mind and call the attack off
EXTENSIONS	Step	Branching Action
	1a	The attackers spend no money, the attack is committed when another player spends money either for or against player.
		When the attacker rolls the dice, the attack is committed either for or against player
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Call off attack	
Priority:	Low priority	
Performance	A few seconds	
Frequency	Sometimes	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	Use case #1, 8, 16, 17, 18, 19	
Subordinates	n/a	
AUTHOR	Anshul Chauhan	
Create date	June 13, 2019	

USE CASE #24	Take a pass	
Goal in Context	User takes a pass when user wants	
Scope & Level	[what system is being considered black box under design]	
Preconditions	Make sure user taking pass that its their turn	
Success End Condition	If success user collects 5 megabucks	
Failed End Condition	User has to pick some other option other than pass	
Primary Actors	user	
Secondary Actors	bank	
Trigger	User turn	
DESCRIPTION	Step	Action
	1	User takes pass option
	2	Collects 5 mega bucks
EXTENSIONS	Step	Branching Action
	1a	[condition causing branching] : [action or name of sub.use case]
SUB-VARIATIONS	Step	Branching Action
	1	none
RELATED INFORMATION	Take a pass	
Priority:	low	
Performance	To complete no less than 3-5 seconds	
Frequency	Whenever player wants or prefers	
Channels to actors	[e.g. interactive, static files, database, timeouts]	
OPEN ISSUES	[list of issues awaiting decision affecting this use case]	
Due Date	7/3/19	
...any other management information...	[... as needed]	
Superordinates		
Subordinates		
AUTHOR	ks	
Create date	June 13, 2019	

USE CASE #25	Switch Player	
Goal in Context	Switch player turns / show player number	
Scope & Level		
Preconditions	Last player finished turn	
Success End Condition	Player rolls dice / makes a move	
Failed End Condition	Plyer misses their turn	
Primary Actors	users	
Secondary Actors	Dice/menu	
Trigger	When one player finishes their turn	
DESCRIPTION	Step	Action
	1	Switch players turn
EXTENSIONS	Step	Branching Action
	1a	n/a
SUB-VARIATIONS	Step	Branching Action
	1	n/a

RELATED INFORMATION	Switch Player
Priority:	High
Performance	Depending from 10seconds to 50/60 secs
Frequency	After each player finishes their turn
Channels to actors	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES	[list of issues awaiting decision affecting this use case]
Due Date	[date or release needed]
...any other management information...	[... as needed]
Superordinates	[optional, name of use case(s) that includes this one]
Subordinates	[optional, depending on tools, links to sub.use cases]
AUTHOR	ks
Create date	June 11, 2019

USE CASE # 26	Transfer money	
Goal in Context	Transfer money from a Group to an adjacent Group	
Scope & Level	Affects the user	
Preconditions	Player must have chosen to take a regular action	
Success End Condition	Money has been transferred to an adjacent Group	
Failed End Condition	Money was transferred to a non-adjacent Group	
Primary Actors	User (Player)	
Secondary Actors	System, Group	
Trigger	The “Regular Action” option is chosen in the menu	
DESCRIPTION	Step	Action
	1	User chooses “Regular Action”
	2	User chooses which adjacent Group to transfer money to
	3	User decides how much money to transfer
	4	System transfers money to chosen Group
	5	Adjacent Group receives money
EXTENSIONS	Step	Branching Action
	1a	User chooses to transfer money a second time
	1a.1	Rejoin step 1
SUB-VARIATIONS	Step	Branching Action
	1	If User runs out of money to transfer, system does not transfer money
	2	If User runs out of turns to transfer money, system moves on to next player
RELATED INFORMATION	Use Case #26	
Priority:	Medium	
Performance	3 hrs.	
Frequency	During any player’s turn	
Channels to actors	N/A	
OPEN ISSUES	Menus must be finished beforehand; Use Case #8 must be finished	
Due Date	July 03, 2019	
...any other management information...	N/A	
Super ordinates	Use Case #8	
Subordinates	N/A	
AUTHOR	Yosselin Velasco	
Create date	June 11, 2019	

USE CASE #27		Spend Money To attack
Goal in Context		Spending money to improve chances of attack. .
Scope & Level		n/a
Preconditions		Player must have decided to attack as an action.
Success End Condition		Player improved his chances by spending the money
Failed End Condition		N/A
Primary Actors		User
Secondary Actors		Card
Trigger		Player decided to improve his chances of winning
DESCRIPTION	Step	Action
	1	Player decided to improve his chances by spending money.
	2	Each Megabucks of money spent adds 1 point of Power to the attack.
EXTENSIONS	Step	Branching Action
	1a	All the transferable money must be added before any money spent
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Spend Money to Attack	
Priority:	n/a	
Performance	n/a	
Frequency	Sometimes	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	n/a	
...any other management information...	n/a	
Superordinates	n/a	
Subordinates	n/a	
AUTHOR	AC	
Create date	June 13, 2019	

USE CASE #28		Spend Money to Defend
Goal in Context		Defender can counter an attack by spending his own money
Scope & Level		n/a
Preconditions		Player must have decided to defend an attack as an action.
Success End Condition		Player defends the attack by spending the money
Failed End Condition		N/A
Primary Actors		User
Secondary Actors		Card
Trigger		Pn/a
DESCRIPTION	Step	Action
	1	Player can counter an attack by spending his own money if the defending group is controlled by another group.

	2	Resistance to that attack will increase by 2 for each MegaBucks spent.
EXTENSIONS	Step	Branching Action
	1a	N/A
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Spend Money to Defend	
Priority:	n/a	
Performance	n/a	
Frequency	Sometimes	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	n/a	
...any other management information...	n/a	
Superordinates	n/a	
Subordinates	n/a	
AUTHOR	AC	
Create date	June 13, 2019	

USE CASE #29	Gift money	
Goal in Context	Money may be transferred between people	
Scope & Level	[what system is being considered black box under design]	
Preconditions	When player needs money to perform certain actions on another player or group	
Success End Condition	Player ends up with more money on illuminati card	
Failed End Condition	Player dose not get gift	
Primary Actors	player	
Secondary Actors	Player2	
Trigger	Whenever player wants	
DESCRIPTION	Step	Action
	1	Player gifts
	2	Other players money increases
EXTENSIONS	Step	Branching Action
	1a	[condition causing branching] : [action or name of sub.use case]
		Does not count as action
SUB-VARIATIONS	Step	Branching Action
	1	[list of variations]
RELATED INFORMATION	Gift money	
Priority:	low	
Performance	Quick 3-5 seconds	
Frequency	Whenever player wants	
Channels to actors	[e.g. interactive, static files, database, timeouts]	
OPEN ISSUES	[list of issues awaiting decision affecting this use case]	
Due Date	[date or release needed]	
...any other management information...	[... as needed]	
Superordinates	[optional, name of use case(s) that includes this one]	
Subordinates	[optional, depending on tools, links to sub.use cases]	
AUTHOR	ks	
Create date	June 13, 2019	

USE CASE #30	Gift Special	
Goal in Context	Special card may be transferred between people	
Scope & Level	[what system is being considered black box under design]	
Preconditions	When player needs special to perform certain actions on another player or group	
Success End Condition	Player ends up with more special	
Failed End Condition	Player dose not get special	
Primary Actors	player	
Secondary Actors	Player2	
Trigger	Whenever player wants	
DESCRIPTION	Step	Action
	1	Player gifts
	2	Other players special increases power/advances
EXTENSIONS	Step	Branching Action
	1a	[condition causing branching] : [action or name of sub.use case]
		Does not count as action
SUB-VARIATIONS	Step	Branching Action
	1	[list of variations]
RELATED INFORMATION	Gift special	
Priority:	low	
Performance	Quick 3-5 seconds	
Frequency	Whenever player wants	
Channels to actors	[e.g. interactive, static files, database, timeouts]	
OPEN ISSUES	[list of issues awaiting decision affecting this use case]	
Due Date	[date or release needed]	
...any other management information...	[... as needed]	
Superordinates	[optional, name of use case(s) that includes this one]	
Subordinates	[optional, depending on tools, links to sub.use cases]	
AUTHOR	ks	
Create date	June 13, 2019	

USE CASE #31	Quit game	
Goal in Context	Quit game when asked by a player	
Scope & Level	[what system is being considered black box under design]	
Preconditions	When a player needs to quit (ask other users to agree)	
Success End Condition	Quits game	
Failed End Condition	If one or more player does not want to quit fails quit	
Primary Actors	Player 1	
Secondary Actors	Rest players	
Trigger	When a player wants to quit	
DESCRIPTION	Step	Action
	1	When one player wants to quit
	2	ask other players if they want to quit as well
EXTENSIONS	Step	Branching Action
	1a	[condition causing branching] : [action or name of sub.use case]
SUB-VARIATIONS	Step	Branching Action
	1	[list of variations]

RELATED INFORMATION	Quit game
Priority:	high
Performance	3-5secs
Frequency	Whenever player wants
Channels to actors	[e.g. interactive, static files, database, timeouts]
OPEN ISSUES	[list of issues awaiting decision affecting this use case]
Due Date	[date or release needed]
...any other management information...	[... as needed]
Superordinates	[optional, name of use case(s) that includes this one]
Subordinates	[optional, depending on tools, links to sub.use cases]
AUTHOR	mou
Create date	June 13, 2019

USE CASE #32	Eliminate player	
Goal in Context	A player is eliminated if at any time after his third turn he controls no groups except his Illuminati. His money goes to bank.	
Scope & Level	[what system is being considered black box under design]	
Preconditions	If the servants of Cthulhu destroy their own last group and in doing so achieve special goal;	
Success End Condition	Player gets eliminated	
Failed End Condition	Player does not get eliminated	
Primary Actors	player	
Secondary Actors	groups	
Trigger	When players turn	
DESCRIPTION	Step	Action
	1	Check if player has 3 rd turn and control no group
	2	Check if servants destroy their own
EXTENSIONS	Step	Branching Action
	1a	[condition causing branching] : [action or name of sub.use case]
		n/a
SUB-VARIATIONS	Step	Branching Action
	1	[list of variations]
		n/a
RELATED INFORMATION	Eliminate player	
Priority:	medium	
Performance	3 rd turn or whenever servants destroy their own	
Frequency	Not often	
Channels to actors	[e.g. interactive, static files, database, timeouts]	
OPEN ISSUES	[list of issues awaiting decision affecting this use case]	
Due Date	[date or release needed]	
...any other management information...	[... as needed]	
Superordinates	[optional, name of use case(s) that includes this one]	
Subordinates	[optional, depending on tools, links to sub.use cases]	
AUTHOR	ks	
Create date	June 13, 2019	

USE CASE #33	Win game	
Goal in Context	Beat the other players and take the victory by getting to your goal	
Scope & Level	Affects the user	
Preconditions	Player must have eliminated all other players; or player must have reached their basic goal of number of controlled groups; or player must have reached their special goal	
Success End Condition	Player is last one standing; or player controls the maximum number of groups	
Failed End Condition	Player was eliminated or quit	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	There are no more groups left to control and no other players left in the game	
DESCRIPTION	Step	Action
	1	User wins the game
EXTENSIONS	Step	Branching Action
	1a	If user is the last one left:
	1a.1	Rejoin step 1
	1b	If player has reached their goal of maximum number of controlled groups:
	1b.1	Rejoin step 1
	1c	If player has reached a special goal:
	1c.1	Rejoin step 1
SUB-VARIATIONS	Step	Branching Action
	1	N/A
RELATED INFORMATION	Use Case #33	
Priority:	Medium	
Performance	1 hour	
Frequency	At the end of every game	
Channels to actors	N/A	
OPEN ISSUES	N/A	
Due Date	July 03, 2019	
...any other management information...	N/A	
Super ordinates	Use cases 35 – 42	
Subordinates	Use Case 45	
AUTHOR	Yosselin Velasco	
Create date	June 12, 2019	

USE CASE #34	Bavarian Illuminati win	
Goal in Context	Win the game with the Bavarian Illuminati special goal.	
Scope & Level	n/a	
Preconditions	Player must own the Bavarian Illuminati card and have 35 total power points.	
Success End Condition	Player wins the game.	
Failed End Condition	Player doesn't win the game.	
Primary Actors	Players (Users)	
Secondary Actors		
Trigger	Player controls a group and now has a total of 35 points.	
DESCRIPTION	Step	Action
	1	Player has the Bavarian Illuminati card.
	2	The player has controlled enough groups whose powers sum up to a total of 35 points.
	3	Player wins and game ends. Use case ends.
EXTENSIONS	Step	Branching Action
	1a	none

SUB-VARIATIONS	Step	Branching Action
	1	Another player wins the game first.
RELATED INFORMATION	Bavarian Illuminati win	
Priority:	Medium priority	
Performance	n/a	
Frequency	Once	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	Use case #1, 33	
Subordinates	none	
AUTHOR	Michell Kuang	
Create date	June 12, 2019	

USE CASE #35	Bermuda Triangle win	
Goal in Context	Win the game with the Bermuda Triangle special goal.	
Scope & Level	n/a	
Preconditions	Player must own the Bermuda Triangle card and control at least one of each alignment.	
Success End Condition	Player wins the game.	
Failed End Condition	Player does not win the game.	
Primary Actors	Players (Users)	
Secondary Actors		
Trigger	Player controls a group and now has one of each alignment.	
DESCRIPTION	Step	Action
	1	Player has the Bermuda Triangle card.
	2	The player has controlled at least one of each alignment.
	3	Player wins and game ends. Use case ends.
EXTENSIONS	Step	Branching Action
	1a	none
SUB-VARIATIONS	Step	Branching Action
	1	Another player wins the game first.
RELATED INFORMATION	Bermuda Triangle win	
Priority:	Medium priority	
Performance	n/a	
Frequency	Once	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	Use case #1, 33	
Subordinates	none	
AUTHOR	Michell Kuang	
Create date	June 12, 2019	

USE CASE #36	Win with Discordian Society	
Goal in Context	Control five Weird Groups	
Scope & Level	Affects the user	
Preconditions	User must have a large enough card value to control a Weird Group	
Success End Condition	User has control over five Weird Groups	
Failed End Condition	User was not able to control five Weird Groups	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	The fifth Weird Group has been controlled by the same user	
DESCRIPTION	Step	Action
	1	User gets control of their fifth Weird Group
	2	System counts that user has controlled 5 Weird groups
	3	User wins
EXTENSIONS	Step	Branching Action
	1a	N/A
SUB-VARIATIONS	Step	Branching Action
	1	N/A
RELATED INFORMATION	Use Case #36	
Priority:	Medium	
Performance	1 hr.	
Frequency	Whenever a player can control 5 groups	
Channels to actors	N/A	
OPEN ISSUES	N/A	
Due Date	July 03, 2019	
...any other management information...	N/A	
Super ordinates	Use Case #33	
Subordinates	N/A	
AUTHOR	Yosselin Velasco	
Create date	June 12, 2019	

USE CASE #37	Win with Gnomes of Zurich	
Goal in Context	Collect 150 Megabucks (in the whole power structure's treasuries)	
Scope & Level	Affects the user	
Preconditions	There must be enough money to collect from	
Success End Condition	User has collected their 150 MB	
Failed End Condition	User did not collect 150 MB	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	When megabucks is 150 or more	
DESCRIPTION	Step	Action
	1	User collects megabucks
	2	System counts user's megabucks
	3	User has 150 Megabucks (in the whole power structure's treasuries)
	4	User wins
EXTENSIONS	Step	Branching Action
	1a	n/a
SUB-VARIATIONS	Step	Branching Action
	1	n/a

RELATED INFORMATION	Use Case #37
Priority:	Low
Performance	1 hr.
Frequency	Whenever a user collects 150 MB
Channels to actors	N/A
OPEN ISSUES	N/A
Due Date	July 03, 2019
...any other management information...	N/A
Super ordinates	Use Case #33
Subordinates	N/A
AUTHOR	Yosselin Velasco
Create date	June 12, 2019

USE CASE #38	The Network win	
Goal in Context	Collect 25 Points worth of transferable power including its own 7 points	
Scope & Level	N/a	
Preconditions	n/a	
Success End Condition	Collecting 25 points of transferable power.	
Failed End Condition	n/a	
Primary Actors	User	
Secondary Actors	Card	
Trigger	N/a	
DESCRIPTION	Step	Action
	1	Special ability gets you a chance of getting good cards of all kinds and can provide excellent bargaining leverage.
EXTENSIONS	Step	Branching Action
	1a	Special goal is tough as few groups have a high Transferable Power.
SUB-VARIATIONS	Step	Branching Action
	1	n/a
RELATED INFORMATION	The Network win	
Priority:	Not Much	
Performance	1-50 seconds approximately	
Frequency	As the player gets the turn	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	n/a	
...any other management information...	n/a	
Superordinates	n/a	
Subordinates	n/a	
AUTHOR	ks	
Create date	June 13, 2019	

USE CASE #39	Servants of Cthulhu win	
Goal in Context	To destroy eight violent groups to win	
Scope & Level	[what system is being considered black box under design]	
Preconditions	None needed	
Success End Condition	Destroyed eight groups	
Failed End Condition	Could not destroy all eight hence no win	
Primary Actors	Player	
Secondary Actors	Cards to destroy	
Trigger	When you get that illuminati card	
DESCRIPTION	Step	Action
	1	When other players want group destroyed for cash
	2	+2 on an attempt to destroy any group
EXTENSIONS	Step	Branching Action
	1a	n/a
SUB-VARIATIONS	Step	Branching Action
	1	n/a
RELATED INFORMATION	Servants of Cthulhu win	
Priority:	low	
Performance	Whenever the requirements are completed	
Frequency	Sometimes	
Channels to actors	[e.g. interactive, static files, database, timeouts]	
OPEN ISSUES	[list of issues awaiting decision affecting this use case]	
Due Date	[date or release needed]	
...any other management information...	[... as needed]	
Superordinates	[optional, name of use case(s) that includes this one]	
Subordinates	[optional, depending on tools, links to sub.use cases]	
AUTHOR	ks	
Create date	June 13, 2019	

USE CASE #40	Society of Assassins win	
Goal in Context	To control six violent groups to win	
Scope & Level	n/a	
Preconditions	User must own the Society of Assassins card.	
Success End Condition	Controlling six violent card and an attempt to neutralize an enemy-controlled Group	
Failed End Condition	N/A	
Primary Actors	User	
Secondary Actors	Card	
Trigger	N/A	
DESCRIPTION	Step	Action
	1	Building up a reserve of cash to increase your chances of getting good Violent groups as they come along
	2	Collect them until you have six of them, the most violent cards are mafia and Texas.
EXTENSIONS	Step	Branching Action
	1a	N/A

SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Society of Assassins win	
Priority:	n/a	
Performance	n/a	
Frequency	Sometimes	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	n/a	
Subordinates	n/a	
AUTHOR	AC	
Create date	June 13, 2019	

USE CASE #41	UFOs win	
Goal in Context	Complete the goal task to win using its attack power.	
Scope & Level	n/a	
Preconditions	User must own the UFO card.	
Success End Condition	n/a	
Failed End Condition	N/A	
Primary Actors	User	
Secondary Actors	Card	
Trigger	N/A	
DESCRIPTION	Step	Action
	1	Player Picks any of the seven goals and writes it on a piece of paper secretly.
	2	Special ability of the card is to act twice aiding their power to the other powerful groups in players control
EXTENSIONS	Step	Branching Action
	1	n/a
SUB-VARIATIONS	Step	Branching Action
	1	n/a
RELATED INFORMATION	UFOs win	
Priority:	n/a	
Performance	n/a	
Frequency	Sometimes	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	n/a	
Subordinates	n/a	
AUTHOR	AC	
Create date	June 13, 2019	

USE CASE #42	View Rules	
Goal in Context	Display the rules to the user	
Scope & Level	Affects the user	
Preconditions	User must have chosen to view the rules of the game	
Success End Condition	The rules were displayed to the user in a way that is easy for them to understand	
Failed End Condition	The rules were not displayed or were confusing for user	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	The “View Rules” option was chosen in the menu	
DESCRIPTION	Step	Action
	1	User chooses “View Rules”
	2	User is displayed the rules of the game
EXTENSIONS	Step	Branching Action
	1a	n/a
SUB-VARIATIONS	Step	Branching Action
	1	N/A
RELATED INFORMATION	Use Case #42	
Priority:	High	
Performance	2 hrs.	
Frequency	Whenever a user would like to reference the rules of the game	
Channels to actors	N/A	
OPEN ISSUES	N/A	
Due Date	July 03, 2019	
...any other management information...	N/A	
Super ordinates	Use Case #1	
Subordinates	N/A	
AUTHOR	Yosselin Velasco	
Create date	June 12, 2019	

USE CASE #43	Open and run game	
Goal in Context	The program should run when the user opens the game	
Scope & Level	Affects the user	
Preconditions	User must have a Java IDE installed on their computer; User must have the game’s program source code in Java	
Success End Condition	The program opens and runs successfully with no errors	
Failed End Condition	The program fails to open or displays errors	
Primary Actors	User (Player)	
Secondary Actors	System	
Trigger	The Java IDE is opened, and program is run	
DESCRIPTION	Step	Action
	1	User opens Java IDE
	2	User gets game source code in Java
	3	User runs the program
EXTENSIONS	Step	Branching Action
	1	If user does not have Java IDE:
	1a	User installs Java IDE and rejoin step 2
	2	If user already has source code in Java
	2a	Rejoin step 3
SUB-VARIATIONS	Step	Branching Action
	1	If user does not have Java IDE installed, program will not run
	1.1	If user does not have the game source code in Java, program will not run and game will not open

RELATED INFORMATION	Use Case #43
Priority:	High
Performance	1 hr.
Frequency	At the start of every game
Channels to actors	N/A
OPEN ISSUES	The user must have Java IDE installed
Due Date	July 03, 2019
...any other management information...	N/A
Super ordinates	N/A
Subordinates	Use Cases #1 - 45
AUTHOR	Yosselin Velasco
Create date	June 12, 2019

USE CASE #44	Player closes game	
Goal in Context	Player decided to leave the game.	
Scope & Level	n/a	
Preconditions	Player has game open.	
Success End Condition	Game is closed.	
Failed End Condition	N/A	
Primary Actors	User	
Secondary Actors		
Trigger	Player wants to leave the game.	
DESCRIPTION	Step	Action
	1	Player can exit the game whenever they want by either closing the game console or exit out of the current game.
EXTENSIONS	Step	Branching Action
	1a	N/A
SUB-VARIATIONS	Step	Branching Action
RELATED INFORMATION	Player Closes the game	
Priority:	n/a	
Performance	n/a	
Frequency	Sometimes	
Channels to actors	n/a	
OPEN ISSUES	n/a	
Due Date	7/3/19	
...any other management information...	n/a	
Superordinates	n/a	
Subordinates	n/a	
AUTHOR	Anshul Chauhan	
Create date	June 13, 2019	

